

2. VRM

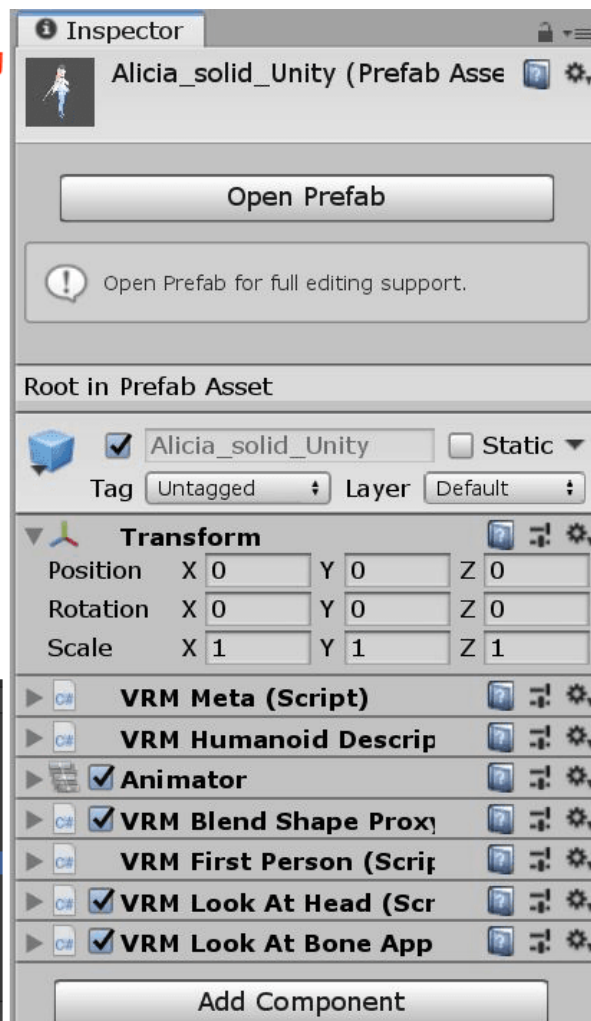
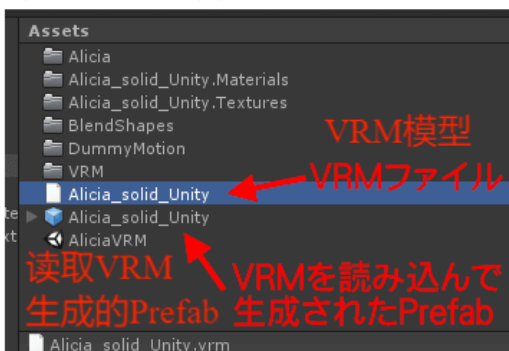
VRM

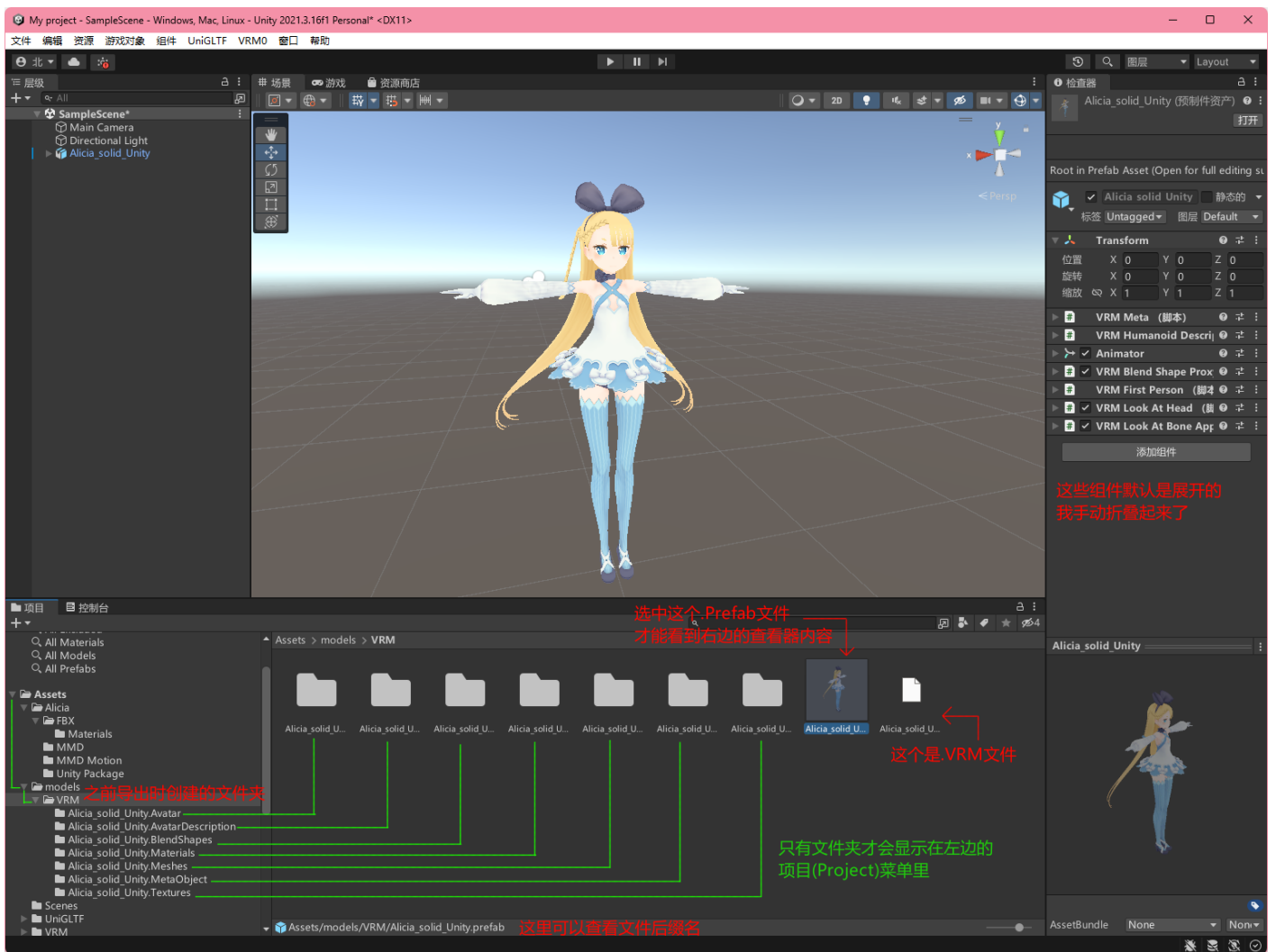
VRM prefab()

VRM Unity Assets VRM prefab()

这是官方文档给的截图可能是因为使用的Unity和UniVRM版本差异和我这里的文件结构稍有不同

下面这两个文件的后缀名不同一个是.VRM，一个是.Prefab。需要选中Prefab才能在右边的检查器里编辑

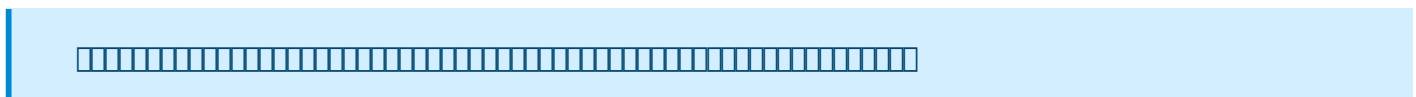




VRM 在 Unity 的 Assets 文件夹下 VRM 文件夹 prefab(文件夹)

在“/Assets/models/vrm”文件夹下 VRM 文件夹下“/Assets/vrm”

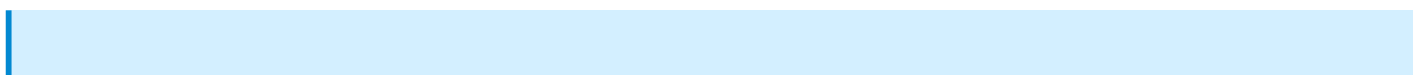
- normalized(文件夹)
- Prefab
 - (文件夹) 文件夹 VRMMeta Animator VRMBlendShapeProxy VRMFirstPerson Applier 文件夹



VRM 文件夹

File → New Scene

Prefab(文件夹) 文件夹



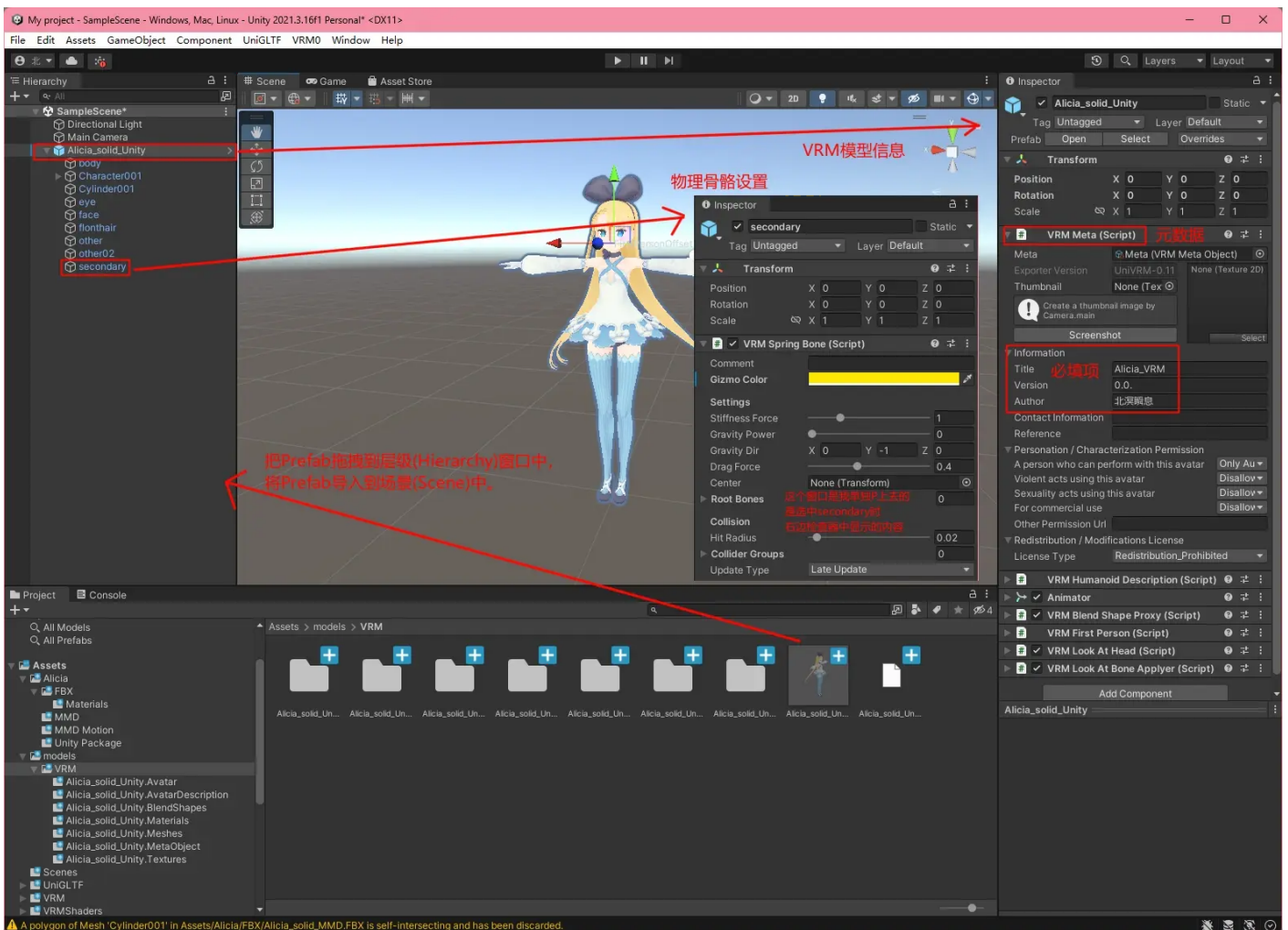
Assets\Scenes

FBX Hierarchy() FBX VRM P

VRM

File → New Scene

Prefab() Hierarchy ()



Hierarchy() VRM Inspector() VRM secondary

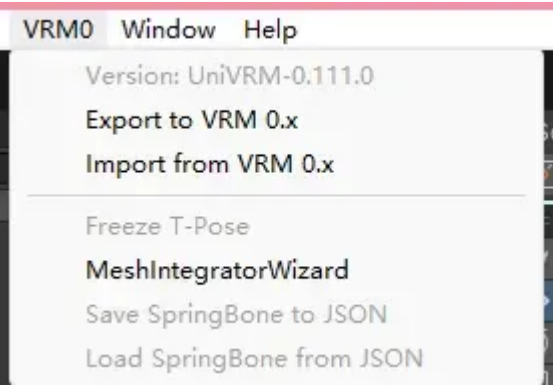
Project

VRM

- BlendShape
- VR,
- BlendShape
- SpringBone/SpringBoneCollider

VRM

Hierarchy VRM export UniVRM-0.XX



VRM UniVRM-0.XX - Export humanoid

Pose Freeze

“Pose Freeze”

ExportRoot

-

ExportRoot

- BlendShape

VRM VRM

Revision #4

Created 24 July 2024 03:30:18 by [] [] [] []

Updated 29 August 2024 06:29:14 by [] [] [] []